Instructions
10 In 1
E011

1. Remove plastic tab from the egg.
2. Press the RESET button on the back of the egg to start the game.
   (1) Press A to select the different animals.
   (Choices include: dog, cat, dinosaur, chicken, panda, frog, penguin, alien, duck or horse.)
   (2) Press B to confirm.
3. Press B to set the time. (At this screen the display will flash and the word SET is displayed.)
   (1) Press A for hour.
   (2) Press B for minute.
   (3) Press C to confirm time and go into the alarm set.
   (The screen will flash and the word ALM is displayed. Setting the alarm works the same as above.)

★ After the time is set, the selected animal's face will be visible on the screen. Press B and the animal will be born within 1-2 minutes. After the animal is born, you can move on to different functions.

4. Pressing the B button on the main screen will take you to the clock screen. Press B again to go back. To change the time, hold both A and C simultaneously.
5. Selecting the alarm time.
   (1) Press B to go to the clock screen.
   (2) Press A to toggle between the alarm and clock screens.
   (3) Press both A and C to set the alarm.
   (4) Set desired hour and minute.
   (5) Press C to confirm. When the alarm is on, there will be a symbol for the alarm clock.

★ When the alarm sounds, it can be silenced with any of the buttons.

6. How you should treat your electronic pet.

**-- Feed**

-- Regular meals - fills a pet's stomach a degree each time.
-- Candy - max. 12 times per day, or your pet will become very sick.
-- Water - max. 5 times per day, or your pet will become a little sick.

**-- Game A**

Controls: Button A moves left, button B moves right.
Rules: If the pet avoids getting hit by 35-40 balls, they win and happiness increases by a degree. If the pet is hit 3 times, the game is over.

**-- Medicine**

When your pet gets sick, a symbol of a skull appears. To cure the pet, you must give medication 1-4 times, depending on how sick it is. When the pet gets sick and will not eat or drink, you must hurry to the doctor!

**-- Discipline**

When your pet calls for no reason, it needs to be disciplined.

- ◎ Definition of "no reason": It's not hungry, sick, wishing "toilet", or want to play...
- ◎ When discipline is needed, a teacher's face appears, and the level of discipline increases.
- ◎ When discipline in not needed, the pet will be angry, and the level of discipline will decrease.

## -- Game B

Guess which card is greater or less than 7. Button A guesses greater, button B guesses less. Game ends after best of 5 rounds.
◎ If you win, your pet's happiness increases.

## -- Weather

You need different equipment depending on the weather:
Sunny = Cap.

Rain = Umbrella.

## -- Cleaning

When your pet "relieves itself", clean up after it. If you allow the pet to live in a clean environment, it will grow up happy and healthy. Otherwise, it will get sick.

## -- Status

Press A or B to see the age (yr), weight (kg), whether their stomach is full ( ), if it is in good spirits ( ♥ ) (depends on how much you've played with it), as well as sleep level ( Z ) and discipline ( ).
The more the bar is filled, the more satisfied your pet is.

**-- Light on/off**

Your pet lies down to sleep automatically around 9pm, and wakes at around 8am. You can put the animal to sleep and awaken it any time by turning the light on or off. Choose with button A, confirm with button B.

**-- Pet's call**

Your pet will call for you when it is hungry, "relieving itself", wants to play, or has other needs.

## Special Features

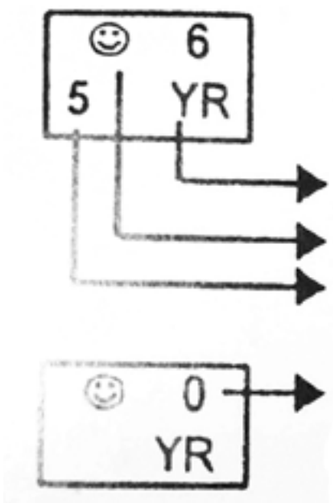
**-Sound-**

- Press A and C together to turn off the sound. (the alarm will still work.)
  Press A and C again to turn on the sound.

**-Pause-**

- Press A and B together for 5 seconds to pause the pet. The pet will continue to move but all functions and age stop. Now no function can be used, including feeding, games, etc. Only time operates normally.
  To stop pause, hold A and B together for 4 seconds. Then you can resume care for your pet.

- Hold A, B and C simultaneously for 5 seconds to enter the memory recall screen, containing the pet's life cycle for 500 days.




Button A looks at type, age, and time sequence of animal records. Previously described in section 1.
- Age at recording
- Type of animal
- Number of animal records (ie how many animals of this kind raised.)
- Button B goes into the pet's record.

When the type of animal you want to see is on the screen, press B to display the records of the chosen animal at each age.

Button A - display next age
Button B - display previous age
Button C - back to memory screen

Button C - go back (to normal screen)

If no key is pressed within 20 seconds, it will automatically go back to the normal screen.

- The exception is if it is under "disposition", then press C to go back to the normal screen.

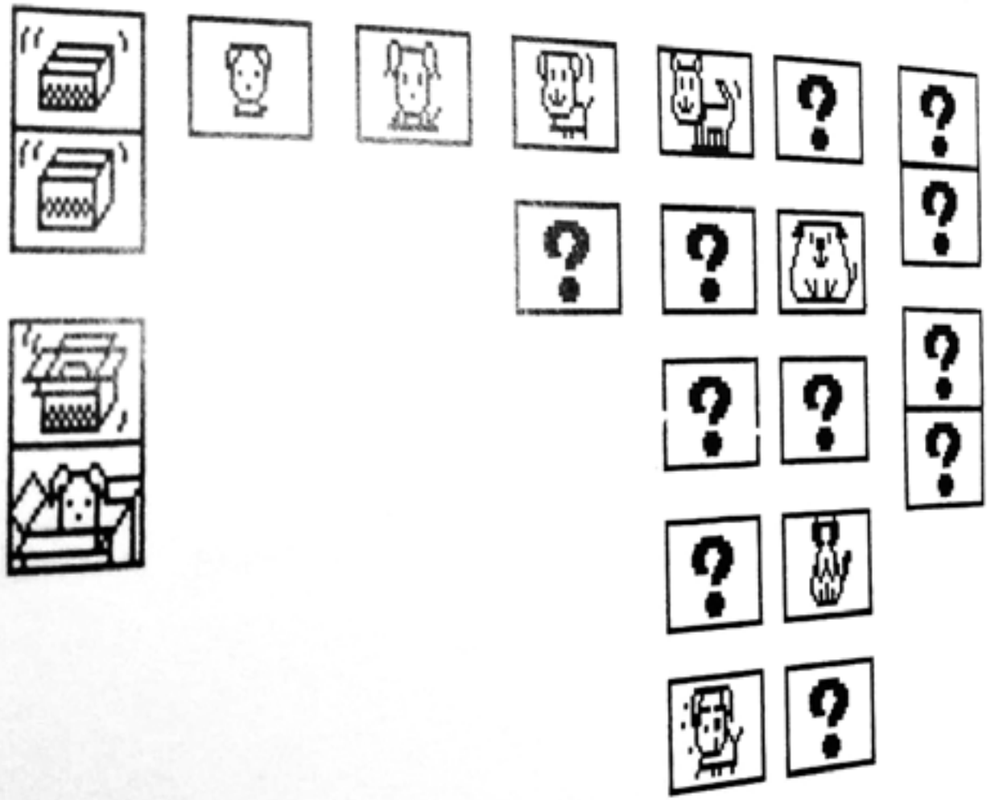
- When the pet says farewell (BYE) or becomes an angel, just press A and C together to go back to the animal you had previously. You do not need to set the time, as it will start right away automatically.
- To take care of another animal that you said farewell (BYE) to, or has became an angel, press the RESET button on the back of the egg to start a new animal. The memory of your previous pet is recorded and stored.

- Batteries should be replaced by an adult.

IMPORTANT! Supplied battery can not be charged.
NOTE! Not suitable for children under 36 months.
Contains small parts.

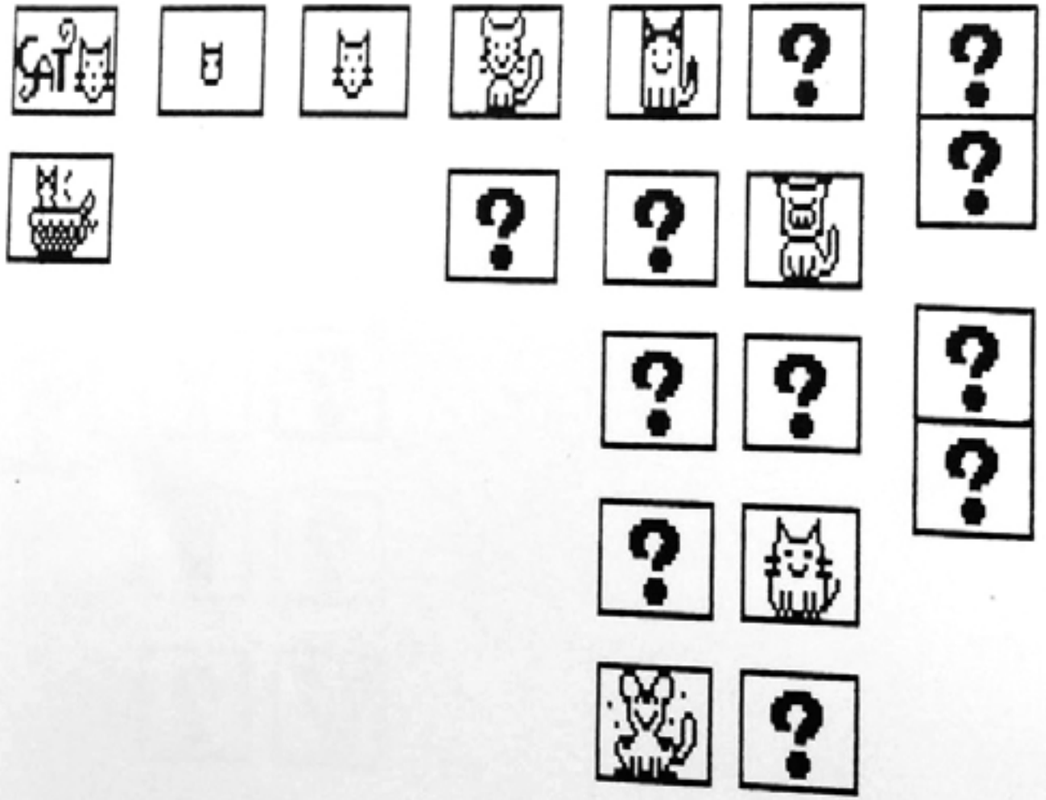
# DOG GROWTH CHART

BIRTH 0YR 1YR 2-3YR 4YR+ END



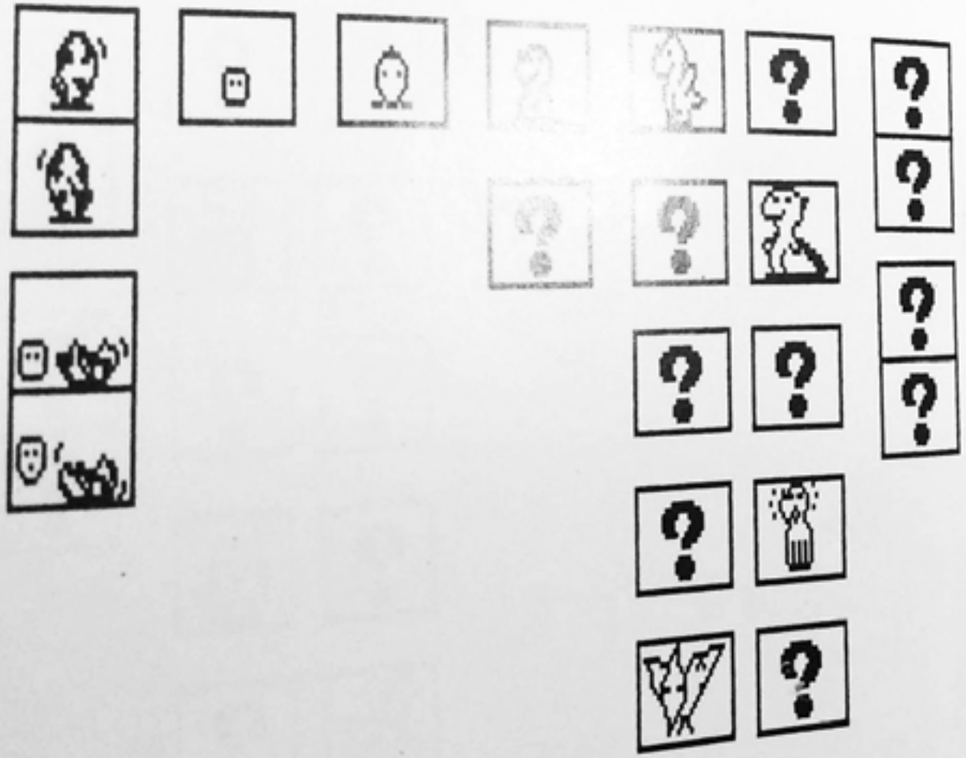
# CAT GROWTH CHART

BIRTH 0YR 1YR 2-3YR 4YR+ END



# DINO GROWTH CHART

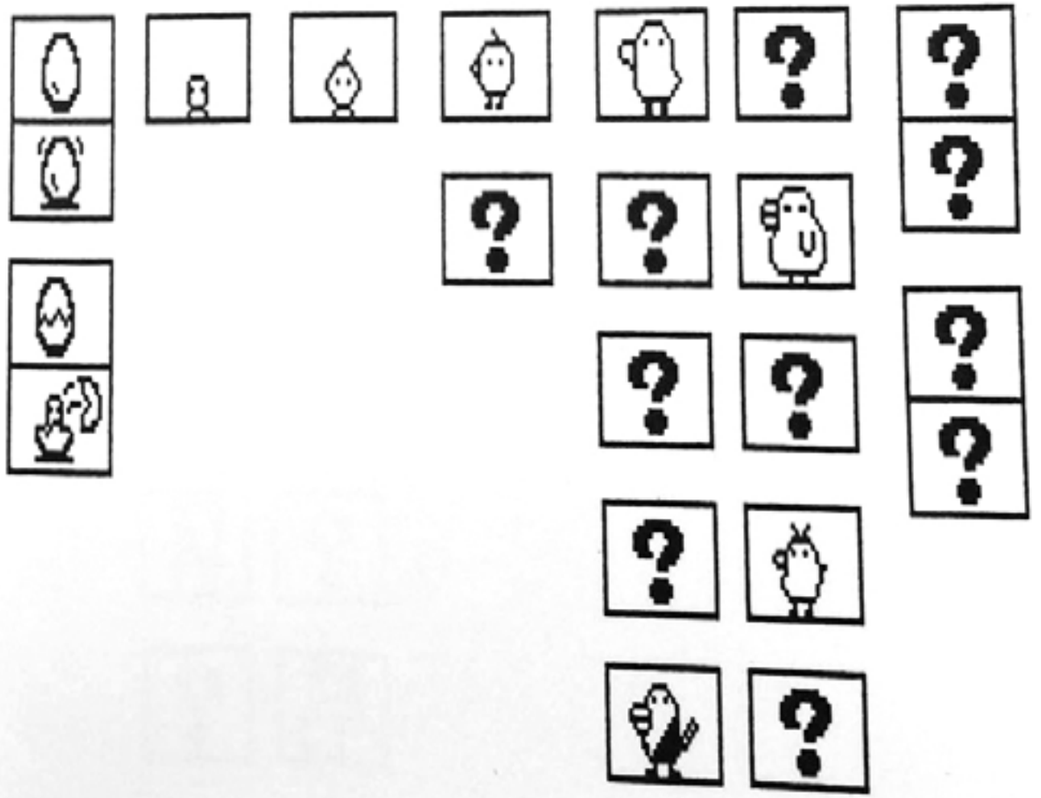
BIRTH 0YR 1YR 2-3YR 4YR+ END





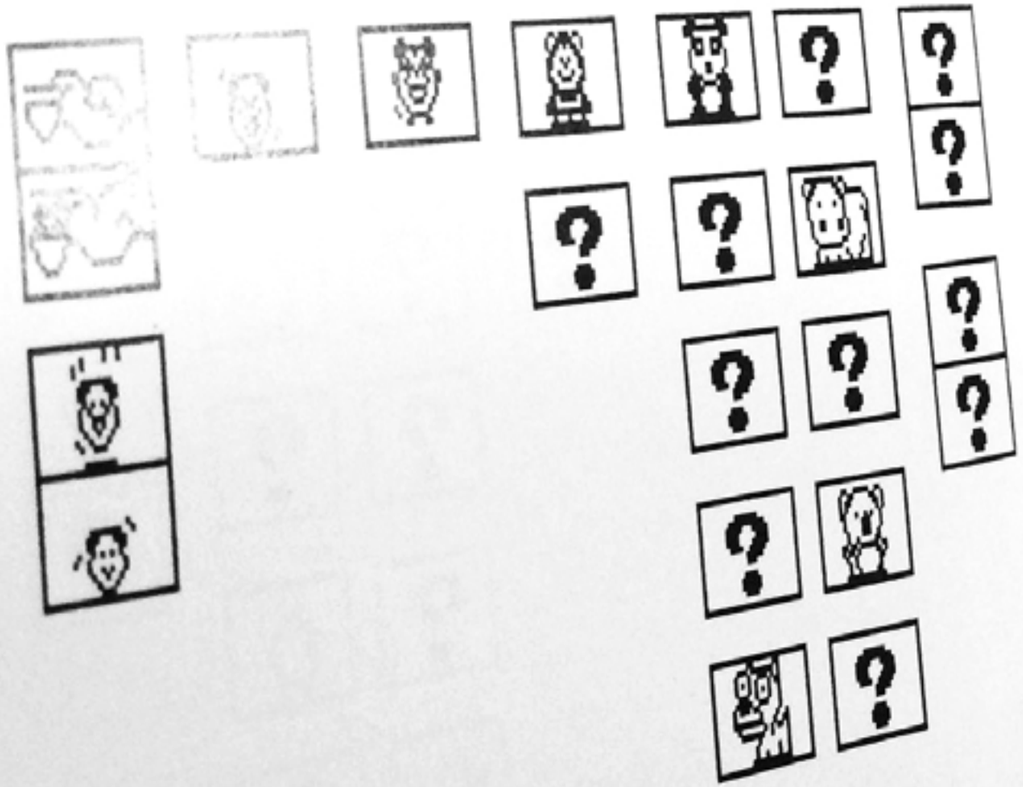
# CHICKEN GROWTH CHART

BIRTH 0YR 1YR 2-3YR 4YR+ END



# PANDA GROWTH CHART

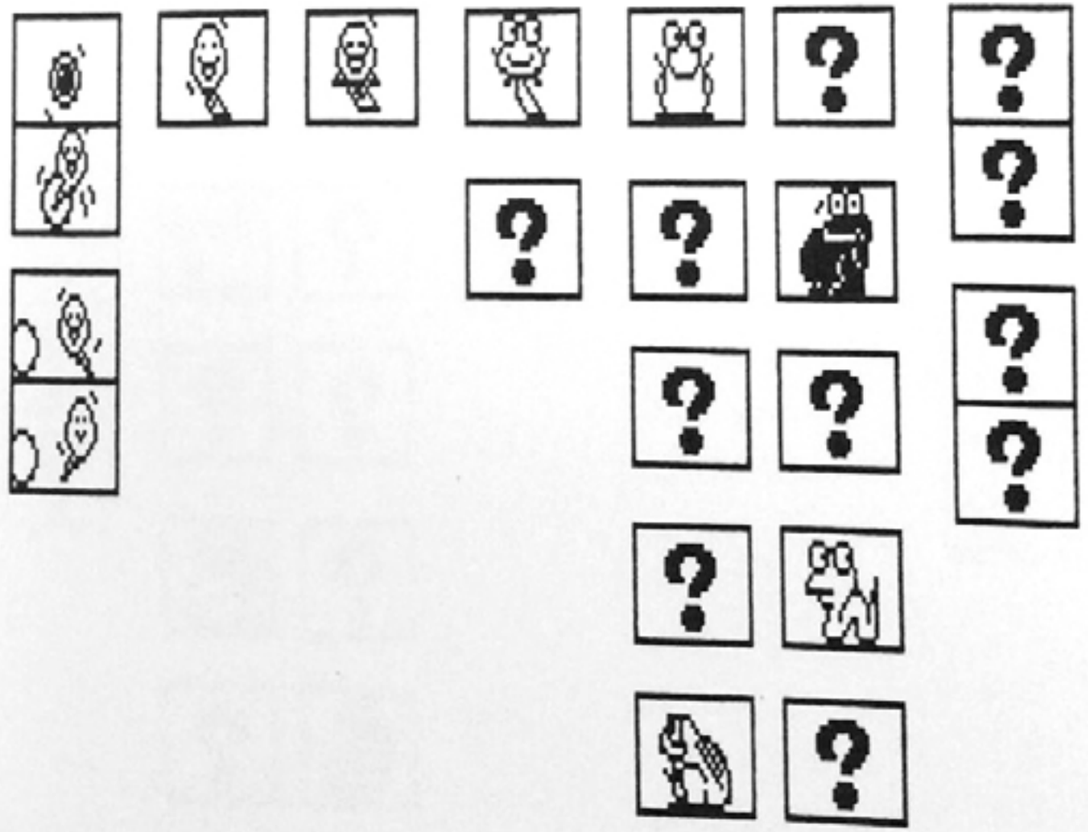
BIRTH 0YR 1YR 2-3YR 4YR+ END





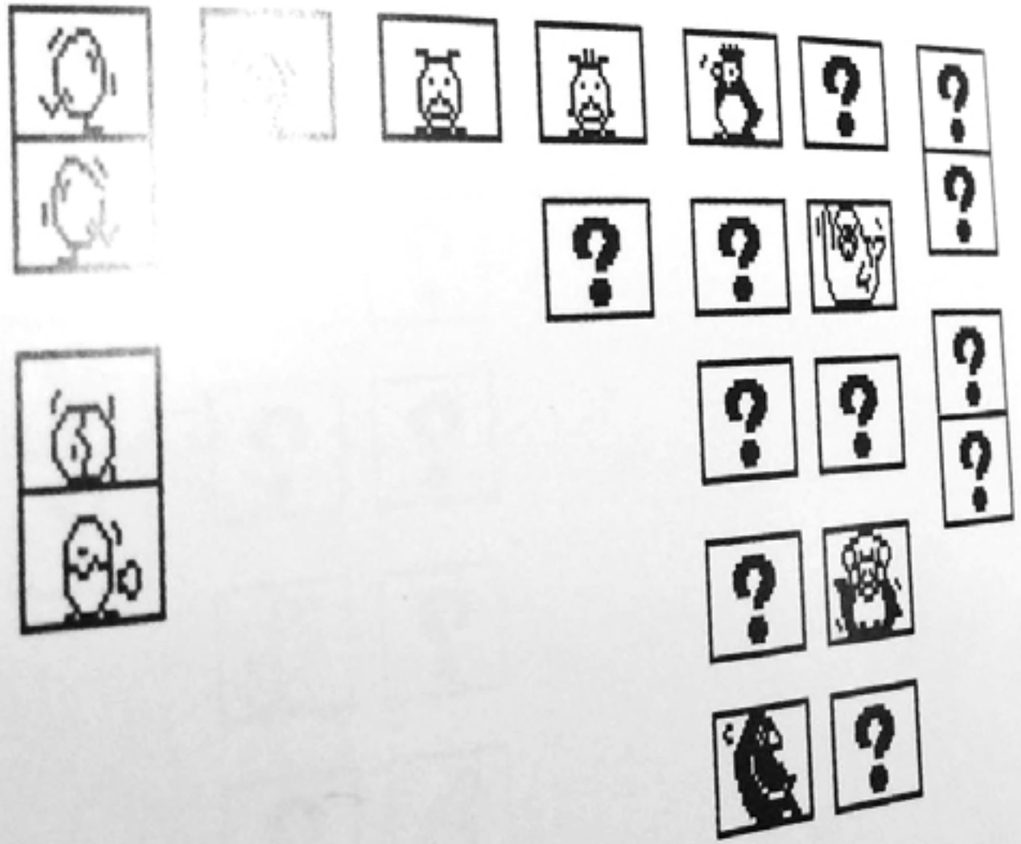
# FROG GROWTH CHART

BIRTH 0YR 1YR 2-3YR 4YR+ END



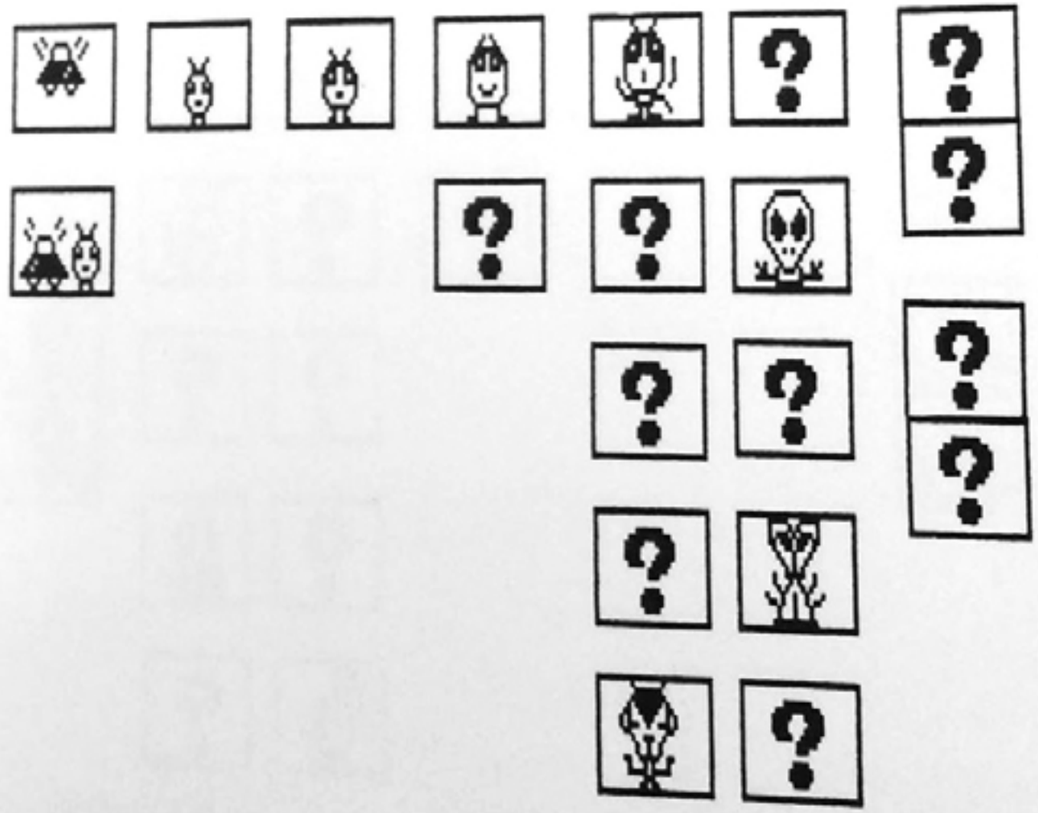
# PENGUIN GROWTH CHART

BIRTH 0YR 1YR 2-3YR 4YR+ END



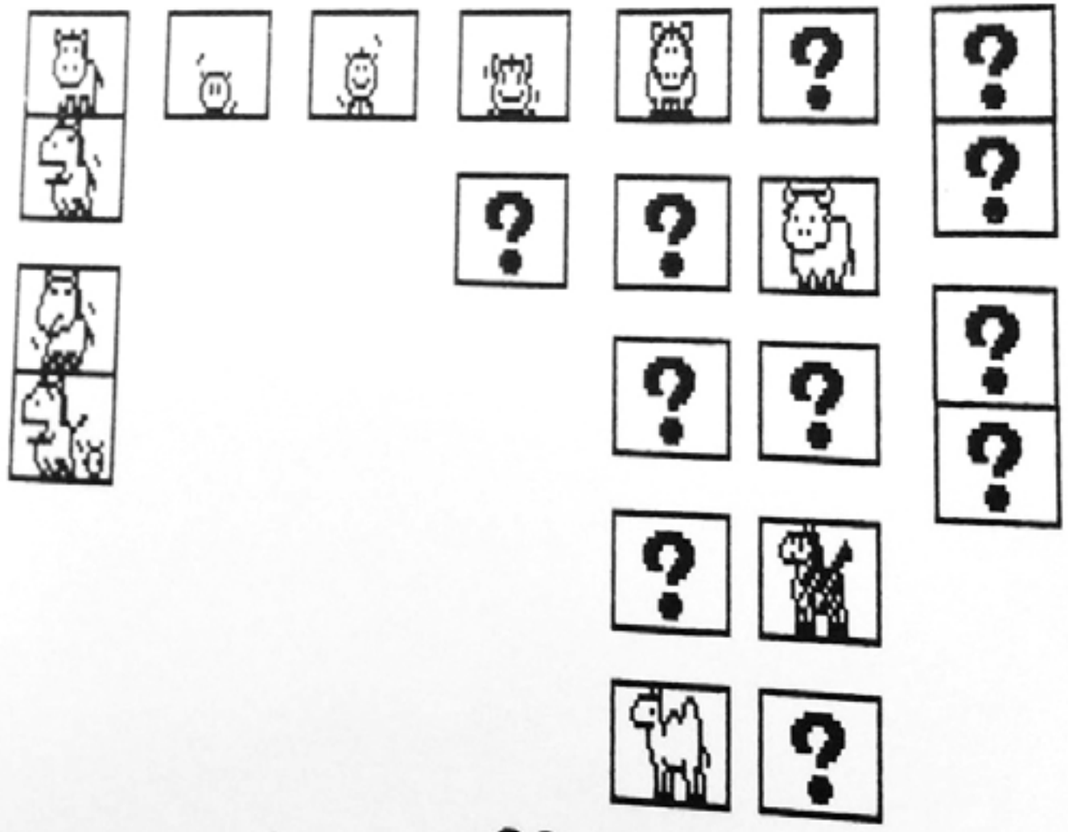
# ALIEN GROWTH CHART

BIRTH 0YR 1YR 2-3YR 4YR+ END



# DUCK GROWTH CHART

BIRTH 0YR 1YR 2-3YR 4YR+ END

# HORSE GROWTH CHART

BIRTH 0YR 1YR 2-3YR 4YR+ END